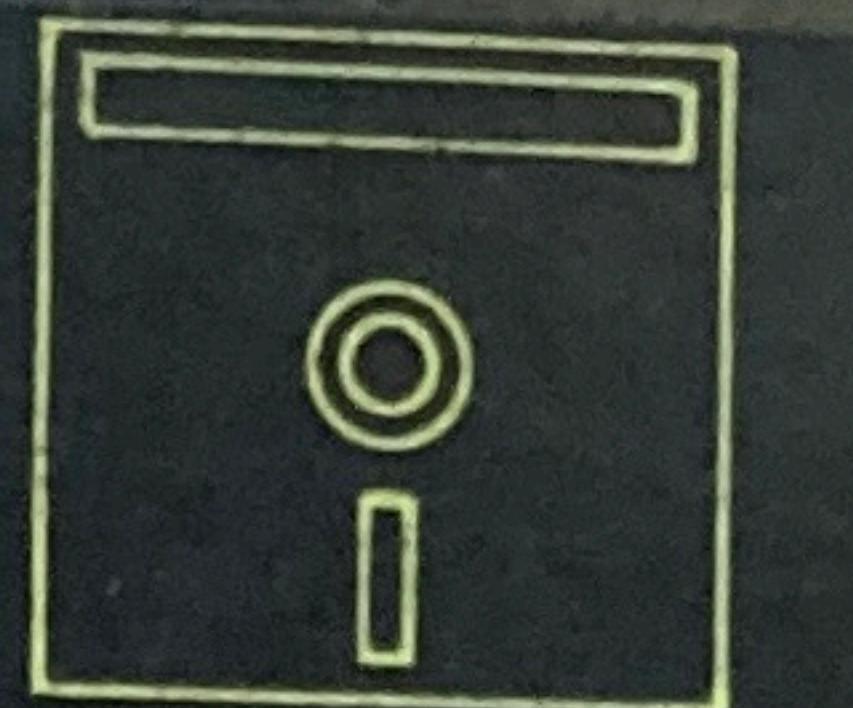


INTERACTIVE SIMULATIONS

# LUNAR EXPLORER



Software for  
the Apple //, //+,  
//e, //c

A Space Flight Simulator



Distributed by

**Spectrum**  
**HoloByte**™

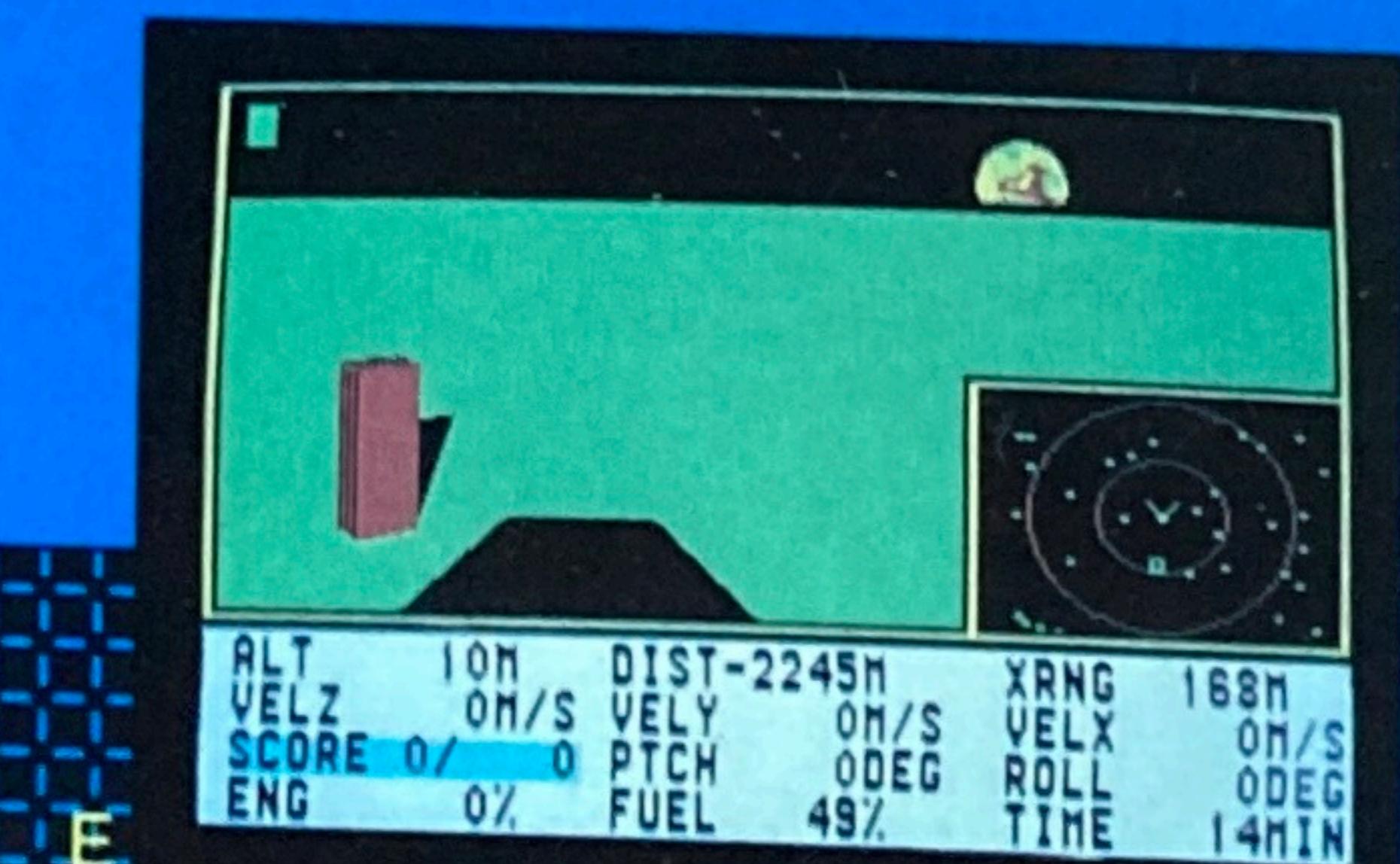
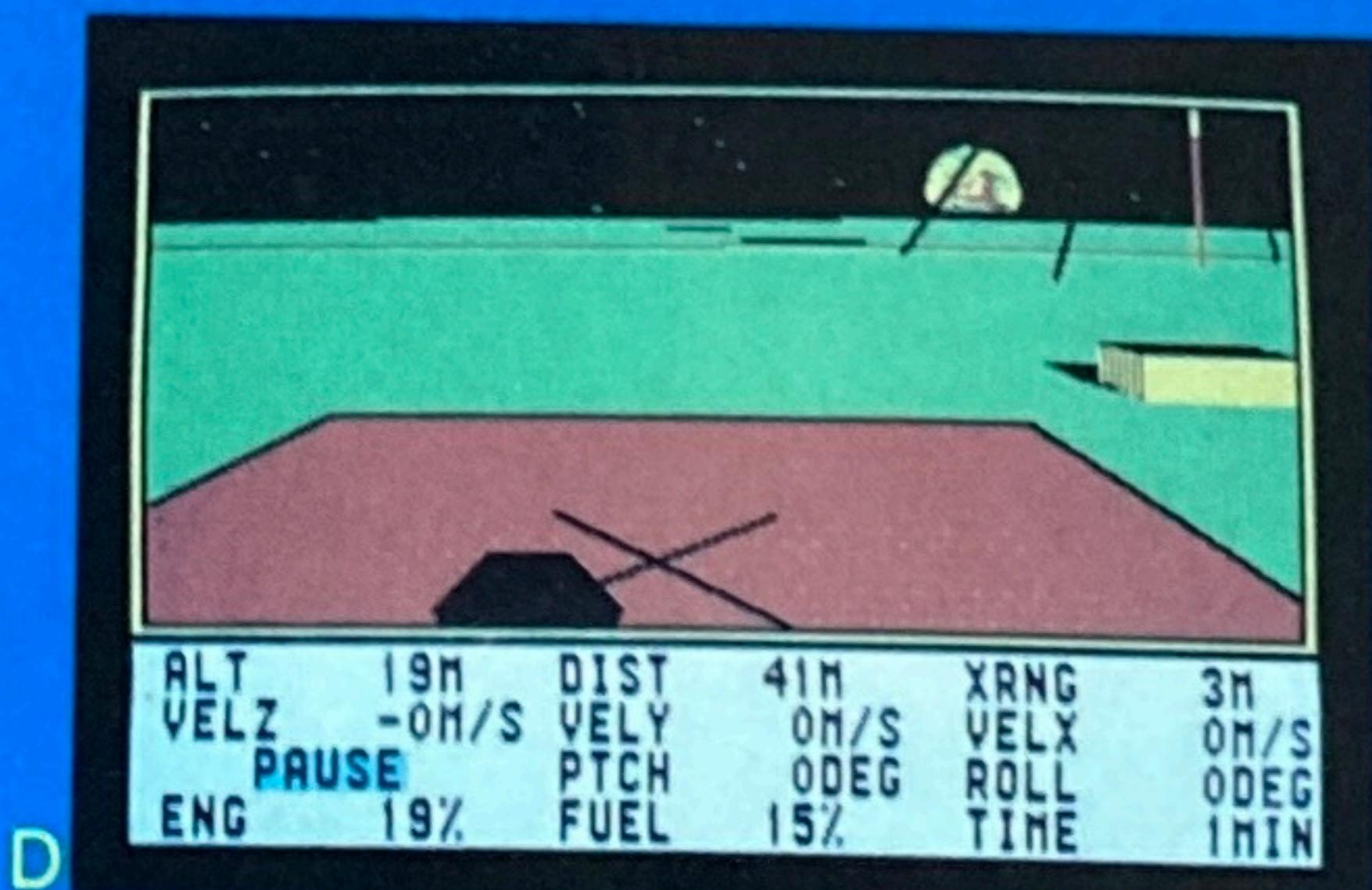
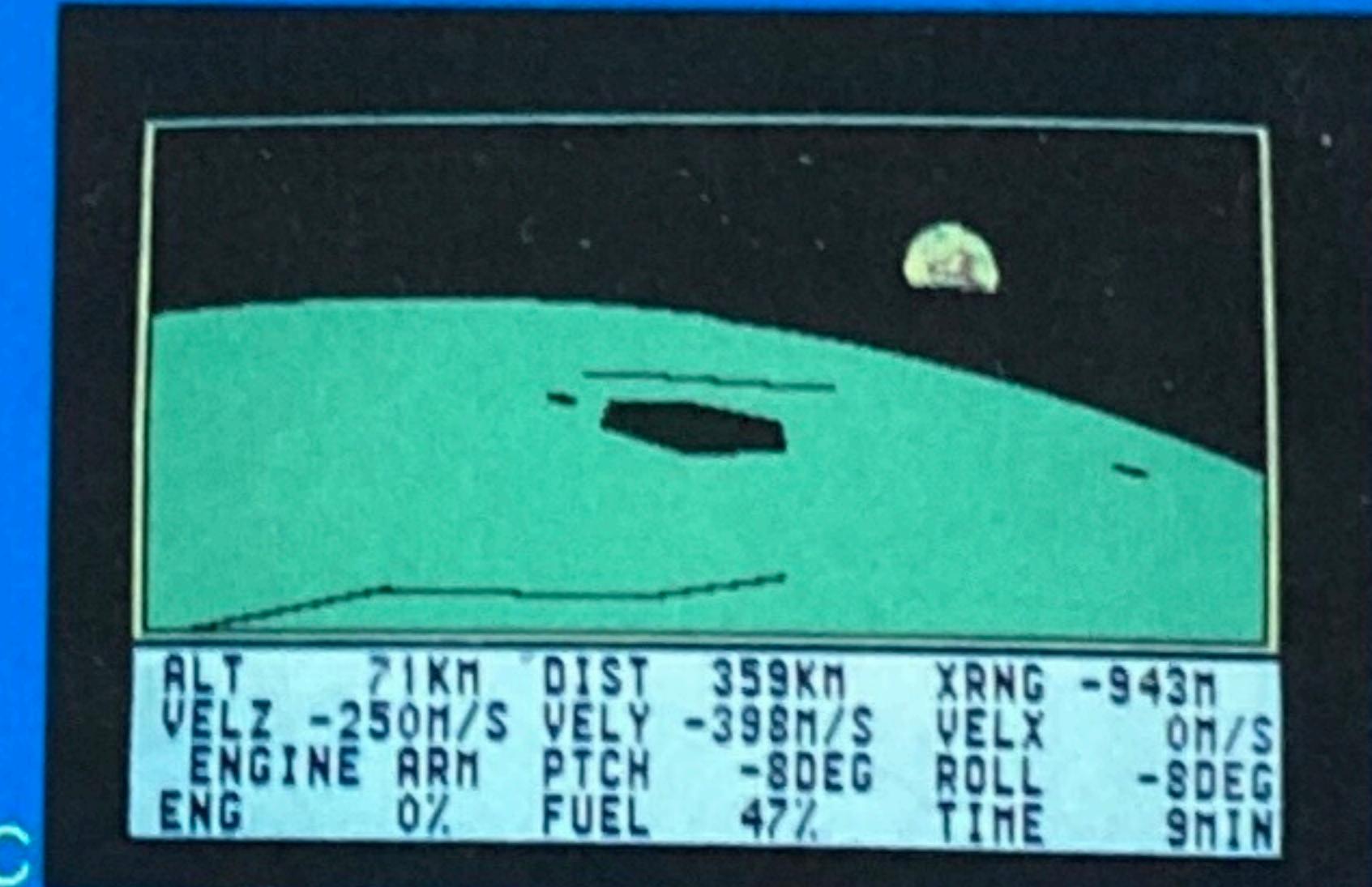
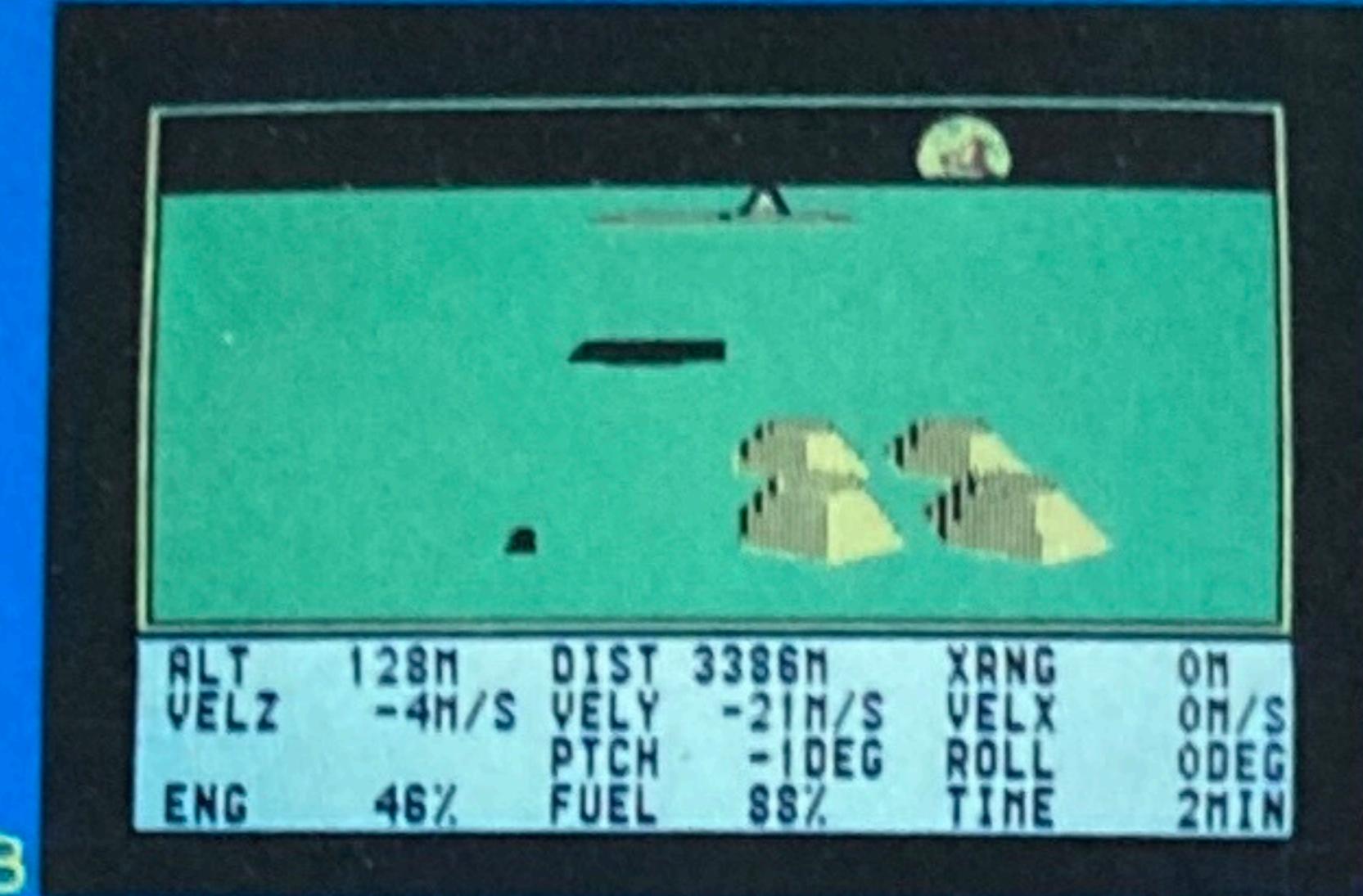
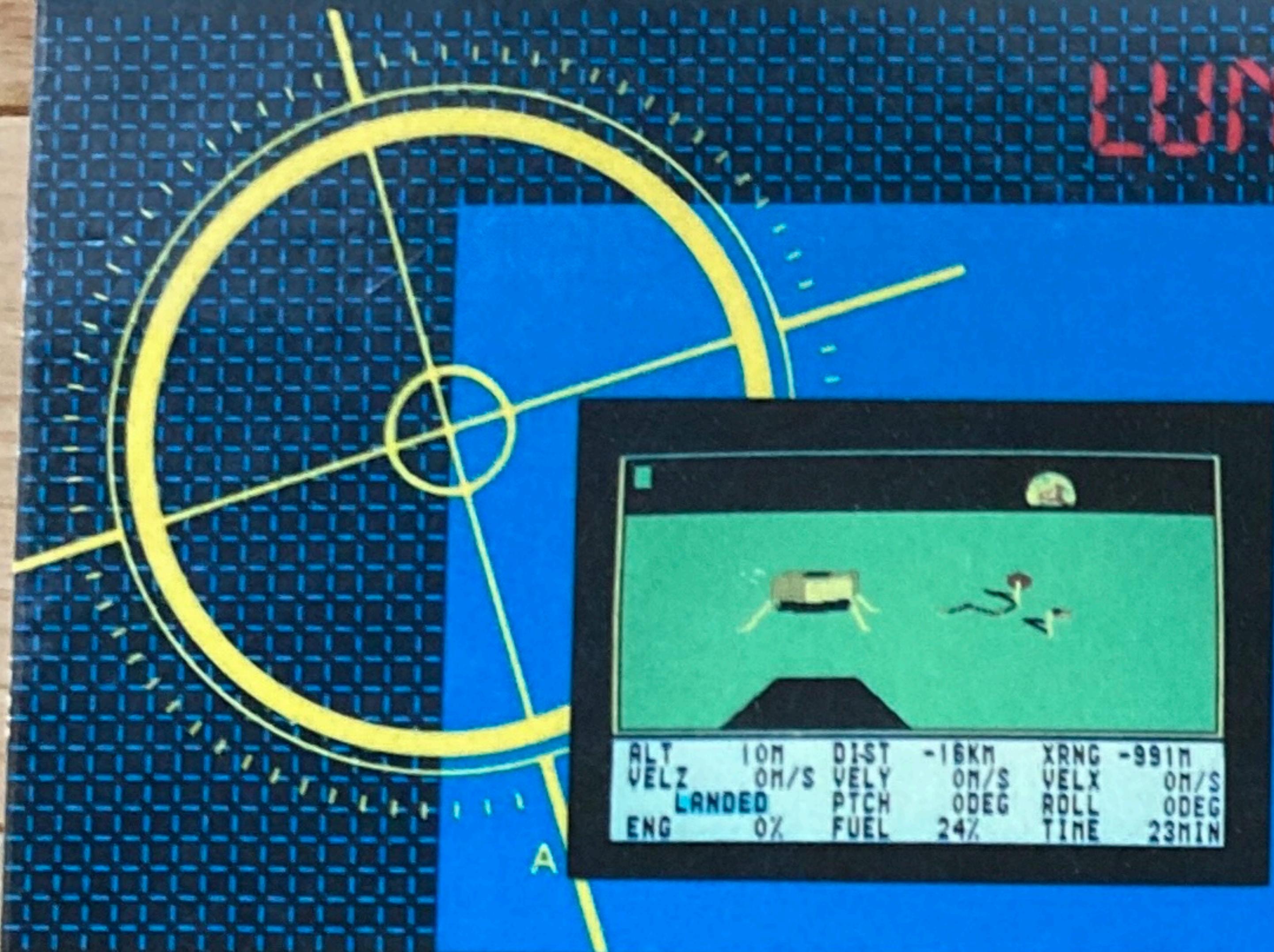


20

F O R A G E S T H I R T Y E N T O A D U L T

# LUNAR EXPLORER

A Space Flight Simulator



Screen photos from IBM version

- 8 A. The Apollo II landing site lies just beyond Tranquility Base.
- 9 B. Hover above the Base and get a bird's eye view of the mining facility.
- 10 C. Achieve lunar orbit and observe landmarks from high above the Moon's surface. Then...
- 11 D. Drop down to an altitude of 19 meters and fly over Tranquility Base.
- 12 E. Locate lunar ore canisters, load them, and return...before you run out of fuel.

Lunar Explorer is a real-time simulation of lunar flight from orbit to Moon landing from the pilot's point of view. Fast reflexes, split second timing, and a thorough knowledge of the laws of gravity and motion are all that stand between your fragile craft and the hazardous lunar terrain. Explore the Moon; investigate rilles and craters. Marvel at constellations and the Earth rising above the Moon's horizon.

Join the Space Colonization Project and become part of the future.

Apple version requires 48K, one 16-sector disk drive. IBM & compatibles version requires 128K, color graphics card, one disk drive

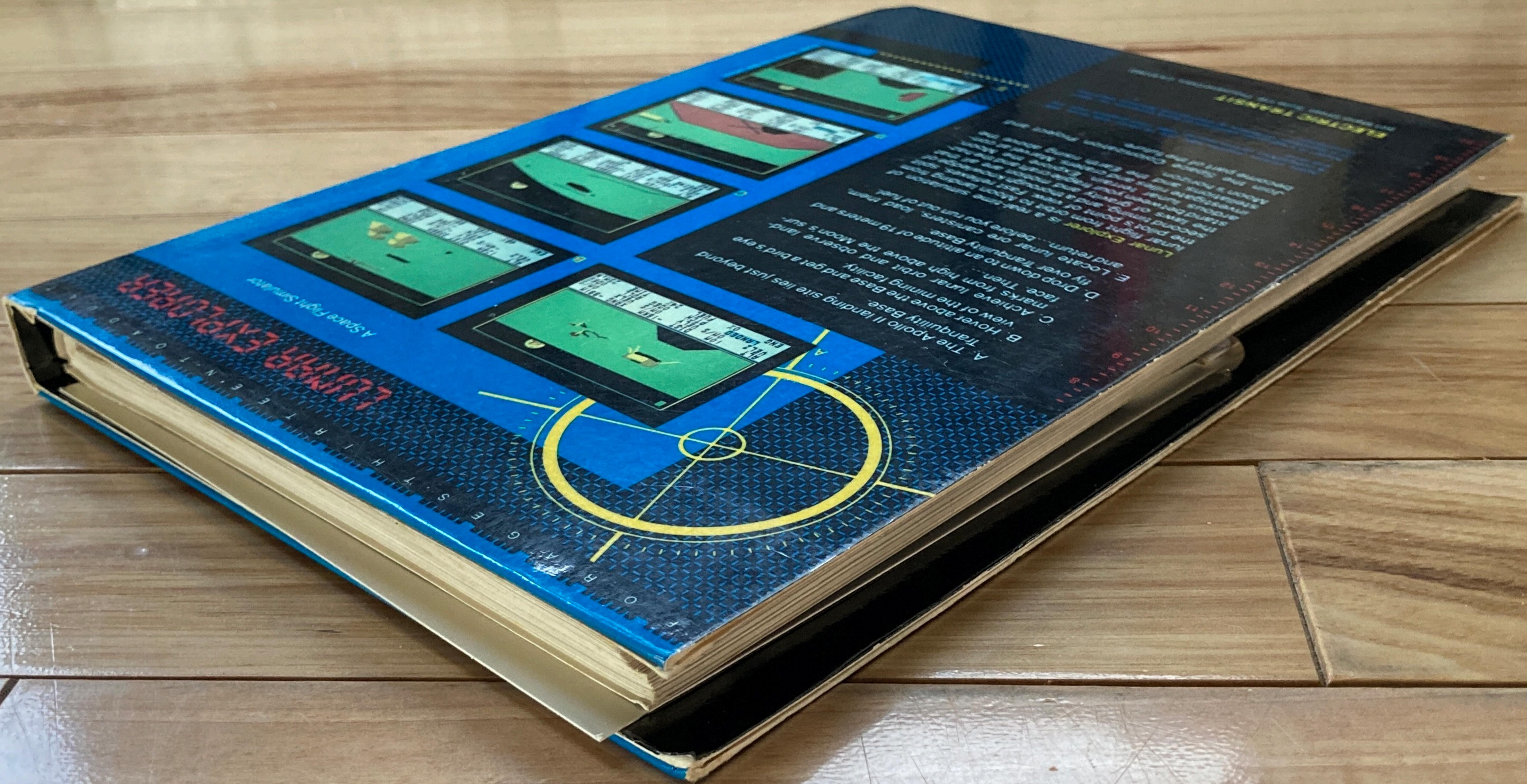
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## ELECTRIC TRANSIT


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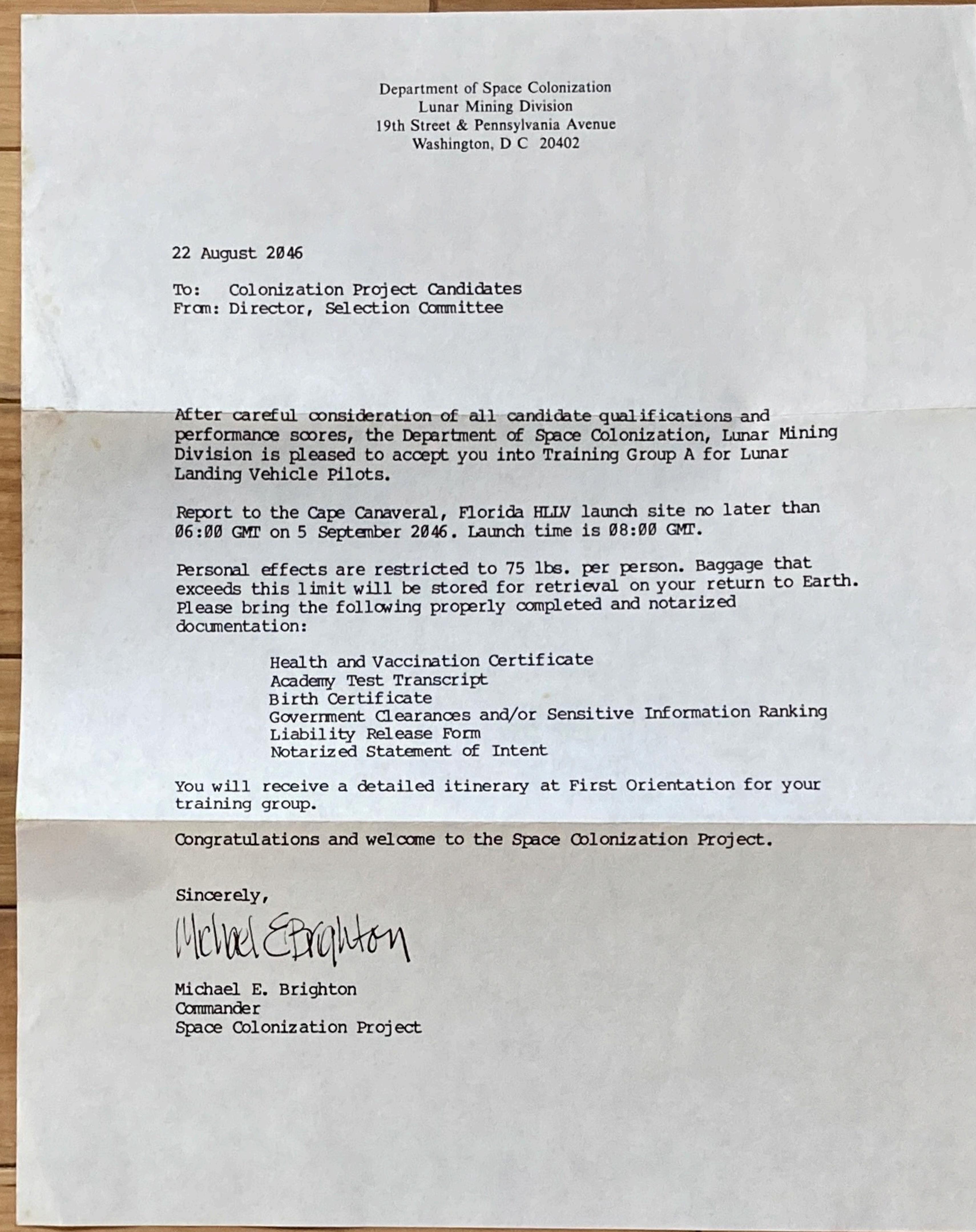




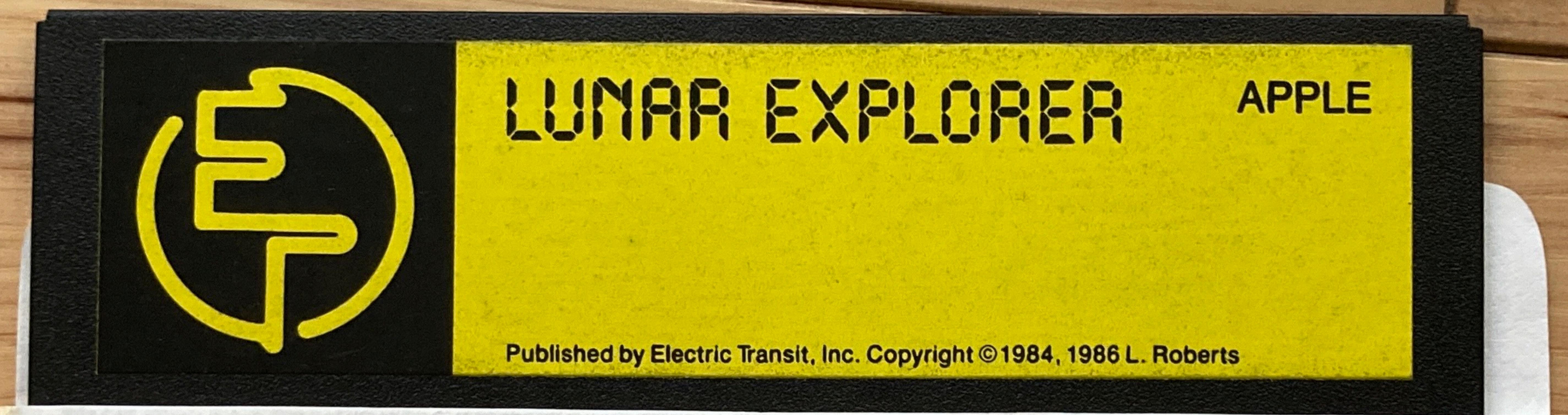
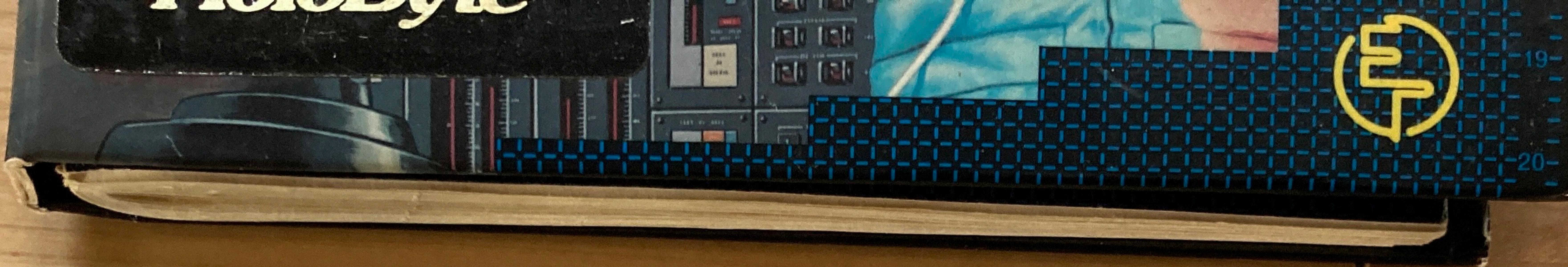








CRAFT CONTROL SUMMARY	
APPLE	Insert the <i>Lunar Explorer</i> disk in your disk drive and turn on your computer and monitor. The title page and the cockpit menu appear. Press [K] for keyboard controls, or [J] for joystick controls.
IBM	Insert your DOS disk in Drive A and turn on your computer and monitor. Enter the date and time when the prompts appear. When you see A>, insert the <i>Lunar Explorer</i> disk in Drive A, type <b>EXPLORER</b> and press [ENTER].
	It is not necessary to select keyboard or joystick. Control mode is automatically recognized by the program. If the cockpit screen is off-center, use [SPACEBAR] to move the picture right and [BACKSPACE] to move the picture left until the cockpit is centered on your screen.
At the cockpit menu, select the starting position for your flight:	
[D]	demonstration
[G]	ground (Exercises 1, 2, 3, 7, 8)
[A]	approach (Exercises 4, 5)
[O]	lunar orbit (Exercise 6)
[C]	cargo run game
KEYBOARD CONTROLS	
Vehicle Rotation Controls	
//, //+, //e, //c	IBM
[I]	[I] - PTCH pitch forward; window down
[M]	[I] + PTCH pitch back; window up
[J]	[I] - ROLL bank left
[K]	[I] + ROLL bank right
Engine Thrust Controls	
Apple	IBM
[O]	[•] sets increment of change in thrust at 10%
[2]	[•] sets increment of change in thrust at 2%
[+↑]	[+↑] increases thrust
[+↓]	[+↓] decreases thrust
* IBM engine thrust increment is always 1%	
† It is not necessary to press [SHIFT]	
Additional Controls	
Apple/IBM	
[R]	refuel. Engine must be shut down; craft must be within 500 m of center of landing pad. Also unloads ore canisters in cargo run mission
[E]	arm engine (if fuel is onboard) at 10% thrust. If engine is already armed, pressing [E] shuts down engine
[ESC]	return to cockpit menu. May be used at any time
[SPACEBAR]	pause flight. To resume flight press any LLV control key
[D]	radar display. Toggles on and off
[L]	loads ore canisters



# EXPLORER LUNAR

A Space Flight Simulator



1969